

Claims 1-13 (cancelled)

Claim 14 (withdrawn) A method, comprising: assigning a monetary ticket a dollar amount with a playthrough requirement; crediting a machine game with credits equal to the dollar amount; and allowing a player to gamble with the credits.

Claim 15 (withdrawn) A method as recited in claim 14, further comprising: allowing the player to receive cash for the credits when the player has wagered a predetermined amount using the ticket.

Claim 16 (withdrawn) A method as recited in claim 15, wherein the received cash comprises the dollar amount and any winnings.

Claim 17 (withdrawn) A method as recited in claim 15, wherein the received cash comprises winnings from the dollar amount, but not including the dollar amount itself.

Claim 18 (withdrawn) A method as recited in claim 14, further comprising receiving a ticket out request and issuing a ticket with an updated playthrough requirement.

Claim 19 (withdrawn) A method as recited in claim 14, further comprising receiving a ticket out request and issuing a standard ticket after the player has met the playthrough requirement.

Claim 20 (previously presented) A method, comprising: assigning a monetary ticket a dollar amount; designating the monetary ticket as a special payable ticket; crediting the dollar amount into a gaming machine; and playing a gambling game using a modified payable designated by the monetary ticket.

Claim 21 (currently amended) A method as recited in claim 20, further comprising: receiving a ticket out request from the gaming machine; and issuing a second monetary ticket ~~designated as~~designating the special payable ticket reflecting a current amount of credits on the gaming machine.

Claim 22. (previously presented) A method as recited in claim 20, further comprising restricting use of the ticket to a particular patron.

Claim 23 (withdrawn) A method, comprising: reading a monetary ticket associated with a gaming machine; associating the monetary ticket with a respective record; and triggering a special software routine on the gaming machine if the record indicates the ticket is for a special promotional mode.

24. (cancelled)

25. (cancelled)

Claim 26 (withdrawn) A method comprising: downloading a downloadable software

module to a slot machine; storing an identity of the downloadable software module; receiving a ticket; determining if the ticket has a special operation for a particular game; and performing the special operation if an identity of the downloadable software module is compatible with the particular game.

Claim 27 (withdrawn) An apparatus, comprising: a host connected to a machine database storing a status of a plurality of gaming machines; and a gaming machine transmitting a ticket in request to the host, wherein the database updates a status of the gaming machine depending on a type of the ticket.

Claim 28 (withdrawn) A ticket redemption apparatus, comprising: a ticket reader reading a ticket; a rules locator locating the ticket's respective rules in a respective record in a database; a determining unit determining if the ticket has met proper conditions for cashout; and a rejection unit, if the ticket has not met the proper conditions for cashout, rejecting the ticket for cashout and returning the ticket to a player.

29-32 (cancelled)

Claim 33 (new) A method to issue a cashless instrument, the method comprising:
receiving cash or other standard payment form by an electronic gaming machine;
allowing a player to play the electronic gaming machine;
receiving a cash out request by the player for a cashout amount of current credits on the electronic gaming machine;
determining whether to issue a special payment or a standard payment;
if the determining determines to issue the standard payment, then issuing the standard payment to the player for the cashout amount; and
if the determining determines to issue the special payment, then issuing the special payment to the player for the cashout amount, the special payment containing an advantage for a game such that an expected value of using the special payment on the game is greater than an expected value of using the standard payment on the game.

Claim 34 (new) The method as recited in claim 33, wherein the determining is affected by random event(s) during the allowing the player to play the electronic gaming machine.

Claim 35 (new) The method as recited in claim 33, wherein the determining is affected by a skill of the player.

Claim 36 (new) The method as recited in claim 33, wherein the determining is affected by a win/loss amount of the player.

Claim 37 (new) The method as recited in claim 33, wherein when used the special payment triggers a special payable on the game, the special payable having an advantage over a standard payable used by the game.

Claim 38 (new) The method as recited in claim 37, wherein the game is video poker and the special payable pays more on a particular winning hand than the standard payable.

Claim 39 (new) The method as recited in claim 33, wherein the issuing a special payment comprises printing a ticket which can be redeemed for the cashout amount or used to play further with the advantage, the ticket having the advantage printed on a face of the ticket.

Claim 40 (new) The method as recited in claim 33, wherein the advantage applies to a particular game.

Claim 41 (new) An apparatus to issue a cashless instrument, the method comprising:
a receiving unit to receive cash or other standard payment form for an electronic gaming machine;

a cash out button attached to the electronic gaming machine to receive a cash out request by the player for a cashout amount of current credits on the electronic gaming machine;

a determining unit determining whether to issue a special payment or a regular payment; and

a payment issuing unit to issue payment,
wherein if the determining unit determines to issue the standard payment, then the payment issuing unit issues the standard payment to the player for the cashout amount,
wherein if the determining unit determines to issue the special payment, then the payment issuing unit issues the special payment to the player for the cashout amount, the special payment containing an advantage for a game such that an expected value of using the special payment on the game is greater than an expected value of using the standard payment on the game.

Claim 42 (new) The apparatus as recited in claim 41, wherein the determining is affected by random event(s) during the allowing the player to play the electronic gaming machine.

Claim 43 (new) The apparatus as recited in claim 41, wherein the determining is affected by a skill of the player.

Claim 44 (new) The apparatus as recited in claim 41, wherein the determining is affected by a win/loss amount of the player.

Claim 45 (new) The apparatus as recited in claim 41, wherein when used the special payment triggers a special payable on the game, the special payable having an advantage over a standard payable used by the game.

Claim 46 (new) The apparatus as recited in claim 45, wherein the game is video poker and the special payable pays more on a particular winning hand than the standard payable.

Claim 47 (new) The method as recited in claim 41, wherein the advantage applies to a particular game.

Claim 48 (new) The method as recited in claim 41, wherein the payment issuing unit is a ticket printer, and when the payment issuing unit issues the standard ticket then a standard ticket for the cashout amount is printed, and when the payment issuing unit issues the special payment then a special ticket for the cashout amount is printed with the advantage printed on a face of the ticket and which triggers the advantage when used on the game.